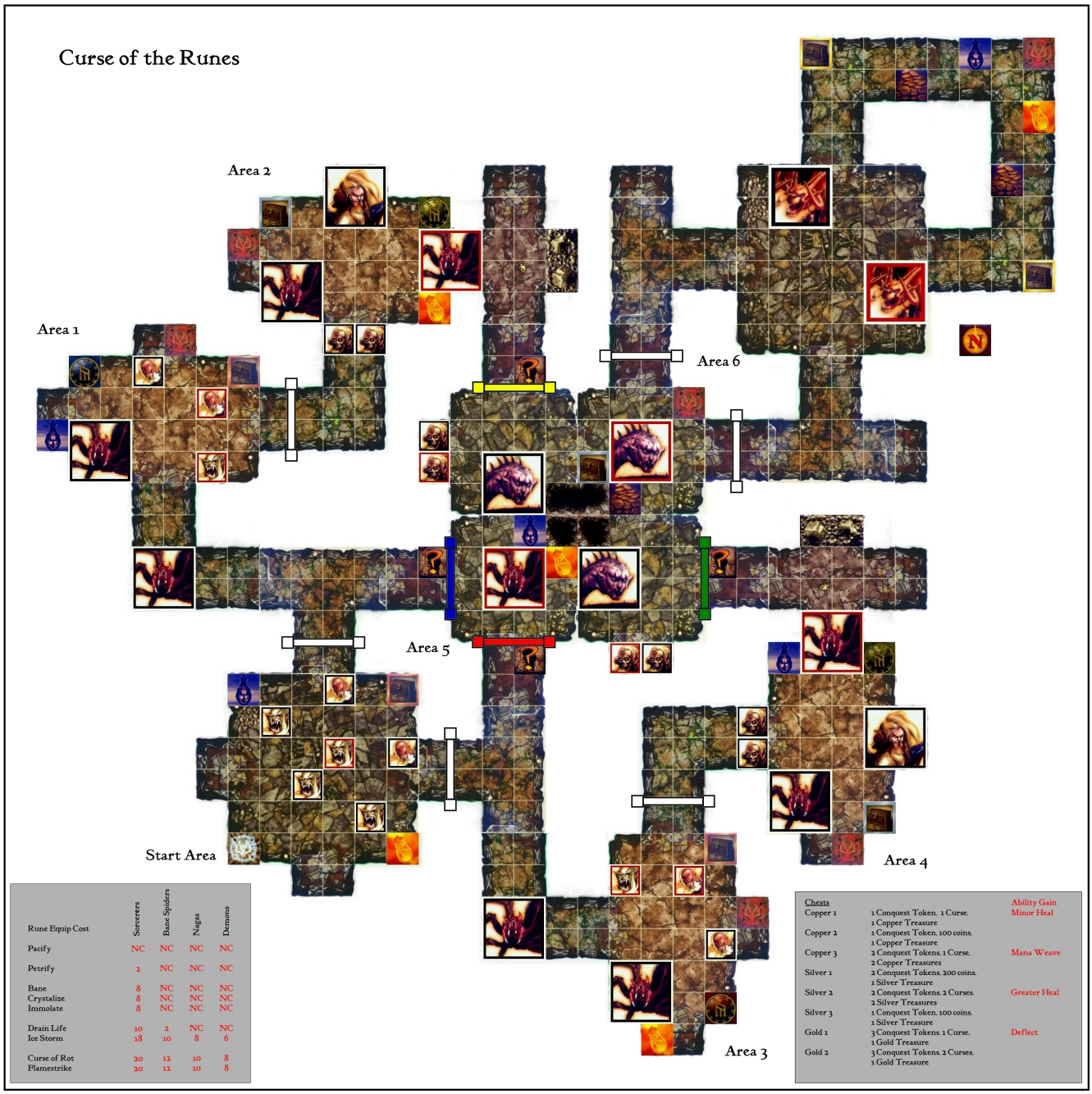
Curse of the Runes
Area 1
Area 2
Area 3
Area 4
Area 5
Area 6
Start Area
Rune Equip Cost | Sorcerers | Bane Spiders | Nagas | Demons
Pacify | NC | NC | NC | NC
Petrify | 2 | NC | NC | NC
Bane | 8 | NC | NC | NC
Crystalize | 8 | NC | NC | NC
Immolate | 8 | NC | NC | NC
Drain Life | 10 | 2 | NC | NC
Ice Storm | 18 | 10 | 8 | 6
Curse of Rot | 20 | 12 | 10 | 8
Flamestrike | 20 | 12 | 10 | 8
Chests | | Ability Gain
Copper 1 | 1 Conquest Token, 1 Curse, 1 Copper Treasure | Minor Heal
Copper 2 | 1 Conquest Token, 100 coins, 1 Copper Treasure |
Copper 3 | 2 Conquest Tokens, 1 Curse, 2 Copper Treasures | Mana Weave
Silver 1 | 2 Conquest Tokens, 200 coins, 1 Silver Treasure |
Silver 2 | 2 Conquest Tokens, 2 Curses, 2 Silver Treasures | Greater Heal
Silver 3 | 1 Conquest Token, 100 coins, 1 Silver Treasure |
Gold 1 | 3 Conquest Tokens, 1 Curse, 1 Gold Treasure | Deflect
Gold 2 | 3 Conquest Tokens, 2 Curses, 1 Gold Treasure |

Curse of the Runes

The runes of Terrinoth are losing their powers! You must find the cause of this curse and reverse it if possible. During your quest, you will encounter various rune controlling, or is it controlled, monsters.

All of the **Magic** using monsters in this dungeon have been possessed by the Curse of the Rune. That is, the runes now control them and not the other way around. When a **Magic** using monster is placed in the dungeon, the overlord may 'equip' it with a rune by spending an amount of threat based on the table below.

Rune Equip Cost	Sorcerers	Bane Spiders	Nagas	Demons
Pacify	NC	NC	NC	NC
Petrify	2	NC	NC	NC
Bane	8	NC	NC	NC
Crystalize	8	NC	NC	NC
Immolate	8	NC	NC	NC
Drain Life	10	2	NC	NC
Ice Storm	18	10	8	6
Curse of Rot	20	12	10	8
Flamestrike	20	12	10	8

NC – indicates that the monster may gain this attack at no cost

A monster may only be possessed by one rune at a time, and only one 'manifestation' of a rune may be present in the dungeon at any time. For example, there are two sorcerers in the start area, the overlord could equip one of the sorcerers with a Pacify rune for no cost and the other with a Flamestrike rune for 20 threat. He could not equip both with the same rune. If the overlord has no runes to equip monsters with or does not have enough threat to equip a monster, it uses its regular attack. Monsters equipped with runes gain the attack dice listed on the rune and may spend surges to activate more powerful effects. Regular attack types, such as the bane spider's ***Poison***, are not added to rune attacks. Those monsters that use ***Sorcery*** do not add +1 damage or +1 range to their attacks, instead, they roll a number of Power dice equal to their ***Sorcery*** ability when they attack, similar to the heroes.

Magic using monsters also gain passive runes when the heroes open certain chests. This is shown on the treasure table. For example, when the heroes open the chest 'Copper 1' all of the **Magic** using monsters currently in the dungeon gain the

Minor Heal ability. Any **Magic** using monsters placed after the heroes open an 'ability gain' chest also possess that ability. It doesn't cost any threat to equip these passive abilities. The overlord may spend threat, in place of fatigue, in order to activate a rune which requires fatigue.

Chests		Ability Gain
Copper 1	1 Conquest Token, 1 Curse, 1 Copper Treasure	Minor Heal
Copper 2	1 Conquest Token, 100 coins, 1 Copper Treasure	
Copper 3	2 Conquest Tokens, 1 Curse, 2 Copper Treasures	Mana Weave
Silver 1	2 Conquest Tokens, 200 coins, 1 Silver Treasure	
Silver 2	2 Conquest Tokens, 2 Curses, 2 Silver Treasures	Greater Heal
Silver 3	1 Conquest Token, 100 coins, 1 Silver Treasure	
Gold 1	3 Conquest Tokens, 1 Curse, 1 Gold Treasure	Deflect
Gold 2	3 Conquest Tokens, 2 Curses, 1 Gold Treasure	

Using area five as a final example, here is what the monsters could have. The skeletons have no extra abilities. The nagas and bane spider have both the Minor Heal and Mana Weave passive abilities. They also may have the Greater Heal ability if one of the silver chests opened was 'Silver 2'. The bane spider has been equipped with a Drain Life rune for two threat. The master naga has been equipped with Ice Storm for eight threat. The other two nagas are using their regular attacks, since the overlord does not have enough threat left over to equip them with runes.

With the curse, the heroes themselves have no access to any runes. Remove the runes from the town items and the treasure decks.

Introduction

"A great peril is upon us!"

The voice grabs your attention as you and your companions move through the market square. Intrigued, you move through the crowd and try to get a better look at the speaker. An elderly man prances on the rim of the local well, his arms windmilling as he fights for balance. The crowd gasps and laughs as he almost falls. The man steadies himself and, taking a deep breath, continues.

"The Curse of the Runes has come. Too long we have relied on their powers. We have become weak of mind, body and spirit. Now they have turned and will possess us all. I...".

"Whatever yer selling we want none of it," interrupts a dwarf.

"I am selling nothing friend Dwarf, but I do offer one thing: hope. You have the look of a stone scribe about you. Tell me, have all your carvings failed, or just the more powerful ones?"

The dwarf grumbles a bit into his beard but fails to answer.

"I thought as much. First the powerful enchantments will fail and the weaker ones will follow. They are growing in power and threat. Will no-one stop them? Now, I have a map..."

Groaning as one, the crowd begins to disperse. Errands and appointments are remembered and hawkers begin their pitches anew. Two burly guardsmen unceremoniously drag the old man from his perch and a water deliveryman begins straining at the well handle. You stay behind.

"Is this true?" you ask the old man.

"Too true to be good. I can show you if you happen to have a rune."

"I have a Healing rune that has served me well on many an adventure." Removing your backpack, you begin to search for the rune. A scream brings you back about, your weapon at the ready.

A beastman is crouched, soaking wet, on the edge of the well. Fetishes and tokens adorn its body, but most noticeable is a large, bloody rune carved deep into its chest. Snarling, it leaps over the guardsmen and at the old man, cutting him down in an instant. Your companions move to dispatch the beast and you remember your rune.

Digging it out, you turn to aid the old man. Once the rune appears, the beastman makes an odd grasping motion for it before it is killed. Feeling an odd, twisting sensation, you are horrified to see the rune crumble to dust in your hands. The old man's eyes are beginning to glaze as he pulls you down to speak his last...

"The Curse...has....come."

Quest Goals

Heroes must to find and destroy the source of the curse. If, on their way, they manage to activate some ancient glyphs of transport, so much the better.

The heroes begin their quest with five conquest tokens. If the heroes ever run out of conquest tokens the Curse of the Runes will surely overtake all of Terrinoth. Good Luck.

Area Descriptions

These descriptions should be read as the appropriate areas are revealed by the heroes.

Start Area

The glow from the activated glyph is beginning to fade. You manage to make out a line of beastmen who oppose you. Behind them is a pair of sorcerers, their eyes burn with a weird fire.

Area 1

To your right is a blue door, to your left, eight eyes glow with malevolent power.

If one of the heroes ends their turn on the encounter marker.

Strange looking text is written on the door, above an ornate keyhole. Searching your memory, you manage to decipher it:

"Fire, sun, earth and sky
are the keys to gain entrance by."

The blue door is rune locked and is one of the doors that needs to be unlocked in order to reach area five. It cannot be unlocked until the other three doors have been unlocked in the following sequence: red, yellow and green. If any door is attempted to be unlocked, or opened, out of sequence, the hero making the attempt will take a Green die in electrical damage. This damage cannot be reduced by armor. **Ask the heroes if they unlocking the door or are attempting to open it, it is an important distinction.** Once **all** of the doors have been unlocked, they may be opened in the same sequence: red, yellow, green and blue. The heroes do not have to use all the doors to enter area five, but opening all of the doors is one part of breaking the curse.

Area 2

A strange chittering can be heard from around the corner of the hallway. Best to proceed slowly.

If one of the heroes ends their turn on the encounter marker.

The text on the yellow door reads:

"Warm the earth,
warm the sky."

The yellow rune door may only be unlocked or opened if the red rune door has been unlocked or opened. If it isn't, the hero attempting to unlock or open it takes a Green die in electrical damage. This damage cannot be reduced by armor.

Area 3

To the north is a red door, to the south you see a monstrous spider, blocking the hallway.

If one of the heroes ends their turn on the encounter marker.

The text on the red door reads:

"Before all others,
there was the flame."

The red rune door must be unlocked first before any of the other rune doors may be unlocked. Only after all of the other doors have been unlocked, will the red rune door open.

Area 4

Your torches waver in a faint breeze, causing your shadows to dance crazily. The breeze also brings the stink of carrion to you.

If one of the heroes ends their turn on the encounter marker.

The text on the green door reads:

"To reach the sky,
you must be grounded."

The green rune door may only be unlocked or opened if the red and yellow rune doors have been unlocked or opened. If it isn't, the hero attempting to unlock or open it takes a Green die in electrical damage. This damage cannot be reduced by armor.

Area 5

A well dominates the center of this room. A wind circles around this room, howling within it are glowing motes of power. Guardians are present to prevent anyone tampering with the well.

The wind is the collected magic power of the destroyed runes. In order to free this power, the heroes must open all of the rune doors. The rune doors may be opened from inside area five in any order without the fear of any damage.

If the heroes <u>have not</u> entered area five by using all of the rune doors.

The wind rushes towards the open door as if seeking to escape, but turns at the last second back to the well. The howling of the wind intensifies.

If the heroes <u>have</u> entered area five by using all of the rune doors, or have opened all of the rune doors from the inside.

The howling rises to an almost unbearable pitch as the wind rushes out each of the open doors. You have succeeded in releasing the captured energies of the runes, but you still have to deal with the monsters who created the curse.

The heroes receive four conquest tokens for breaking the curse. Though it is broken, there is still enough energy left in the curse to equip any remaining monsters with rune powers.

Area 6

A pair of demons dominate this room. The larger of the two faces you to speak, “Whatever Man has wrought, we will unmake. Whatever life you possess will be extinguished. We are the forces which drive death and destruction.”

Both demons have the regular statistics listed for their type. They may be equipped with runes for the regular cost. The heroes receive three conquest tokens for defeating the demons.

If the heroes defeat the demons.

"Fools. Haven't you learned that the flesh is merely a vessel? Now face the Power behind the Curse!"

The bodies of the demons dissolve into a red mist, which coalesces into another, larger, demonic form.

Auronax is the name of the Entity of the Curse. Use a master demon figure to represent him. He may be placed in any four squares in area six, not adjacent to a hero figure. Auronax has four speed, 20 wounds and six armor. He makes **Magic** attacks using one White die, two Green dice and two Yellow dice. His abilities are ***Aura***, ***Sorcery 4*** and ***Fear 2***. ***Sorcery 4*** does not add +1 damage or +1 range to attacks, instead roll the four Power dice and add those to his attack roll. He has all of the passive abilities that are currently available to him due to chests being opened. He may be equipped with any attack rune for no cost. In addition to his normal attacks, Auronax may use ***Drain*** on a hero who is adjacent to him. ***Drain*** is a **Magic** attack which targets a weapon or armor of a hero and will destroy the targeted item if Auronax rolls 15, or more, wounds on his attack roll. It does no damage to the hero. If the item is destroyed, Auronax heals an amount of wounds equal to the number of surges he rolled on the attack. The heroes receive ten conquest tokens if they defeat Auronax.

This quest requires a Green rune door and corresponding rune key. Krispy was kind enough to allow me to use his modifications. They have been scaled down to fit the proportions of Descent.

Also included is a monster card for Auronax, the Entity of the Curse.